Serious Games for Team Training, Phase II

Completed Technology Project (2013 - 2016)



Project Introduction

Exploration crews for long duration space flights have continually expressed a need for more chances to learn to work together as a team prior to flight. Together with the need to retain proficiency with limited places to practice, we propose to build a virtual environment that is both website-accessible and scientifically-rooted team. The resulting training system will enable crews to maintain a high state of cognitive readiness for team-based skills, such as coordinated fire suppression.

Primary U.S. Work Locations and Key Partners



Organizations Performing Work	Role	Туре	Location
Stottler Henke	Lead	Industry	San Mateo,
Associates, Inc.	Organization		California
Johnson Space	Supporting	NASA	Houston,
Center(JSC)	Organization	Center	Texas

Primary U.S. Work Locations	
California	Texas



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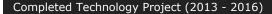
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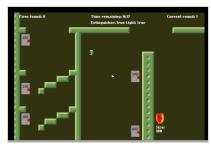
Small Business Innovation Research/Small Business Tech Transfer

Serious Games for Team Training, Phase II





Images



Briefing Chart

Serious Games for Team Training, Phase II (https://techport.nasa.gov/imag e/126627)

Organizational Responsibility

Responsible Mission Directorate:

Space Technology Mission Directorate (STMD)

Lead Organization:

Stottler Henke Associates, Inc.

Responsible Program:

Small Business Innovation Research/Small Business Tech Transfer

Project Management

Program Director:

Jason L Kessler

Program Manager:

Carlos Torrez

Principal Investigator:

Sowmya Ramachandran

Co-Investigator:

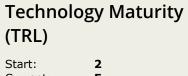
Sowmya Ramachandran

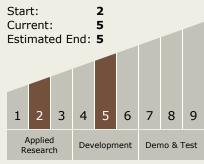


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Technology Areas

Primary:

- TX06 Human Health, Life Support, and Habitation Systems
 - ☐ TX06.3 Human Health and Performance
 - ☐ TX06.3.3 Behavioral Health and Performance

Target Destinations

The Sun, Earth, The Moon, Mars, Others Inside the Solar System, Outside the Solar System

